SHARP

STEREO-VERSTÄRKER
AMPLIFICATEUR STÉRÉO
AMPLIFICADOR ESTEREOFONICO
STEREOFÖRSTÄRKARE
AMPLIFICATORE STEREO
STEREO AMPLIFIER

SM-207H

STEREO-CASSETTENDECK
PLATINE À CASSETTE STÉRÉO
PLATINA ESTEREOFONICA DE CASSETTE
STEREOKASSETTDÄCK
PIASTRA DI REGISTRAZIONE STEREO
STEREO CASSETTE DECK

RT-207H

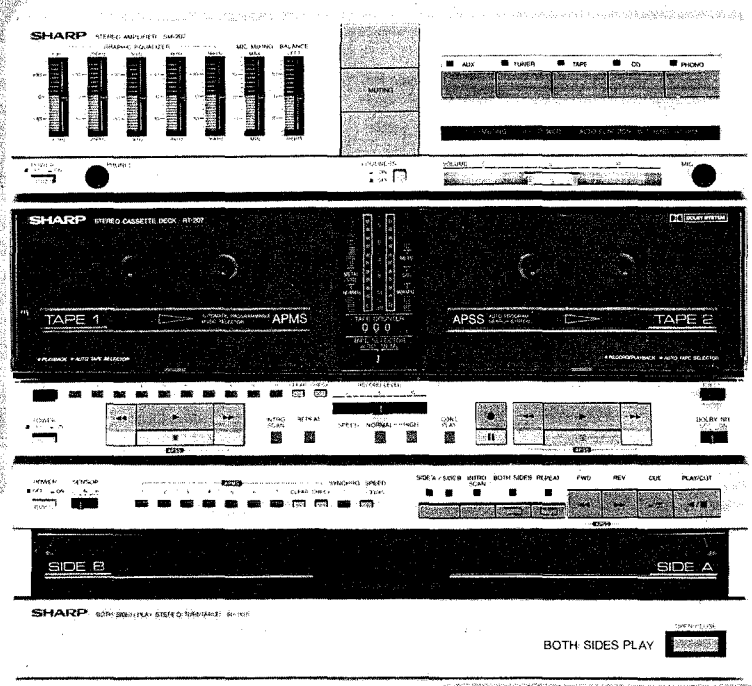
STEREO-PLATTENSPIELER FÜR BEIDSEITIGES ABSPIELEN
TOURNE-DISQUE STÉRÉO À LECTURE DES DEUX FACES
PLATO GIRATORIO ESTEREOFONICO CON REPRODUCCION A AMBAS CARAS
STEREOSKIVSPELARE FÖR AVSPELNING AV BÅDA SIDOR
GIRADISCHI STEREO A LETTURA SUI DUE LATI
BOTH SIDES PLAY STEREO TURNTABLE

RP-207H

SM-207H ▶

RT-207H ▶

RP-207H ▶



ENGLISH
ITALIANO
SVENSKA
ESPAÑOL
FRANÇAIS
DEUTSCH

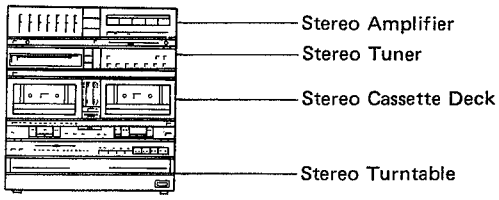
BEDIENUNGSANLEITUNG
MODE D'EMPLOI
MANUAL DE MANEJO
BRUKSANVISNING
MANUALE DI ISTRUZIONI
OPERATION MANUA

TINSZ0811AFZZ

ENGLISH

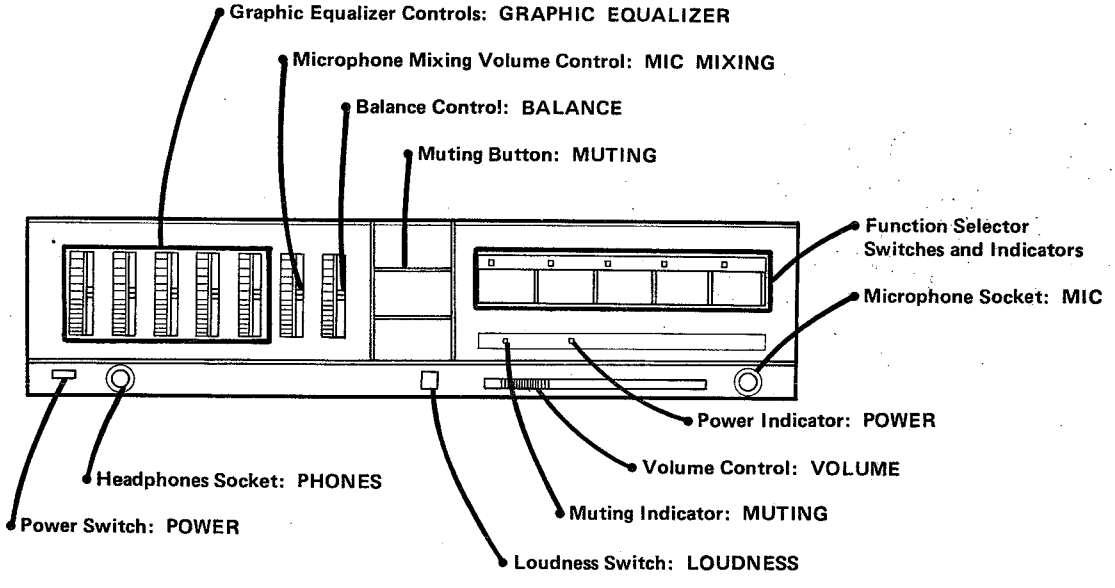
1 PRECAUTIONS

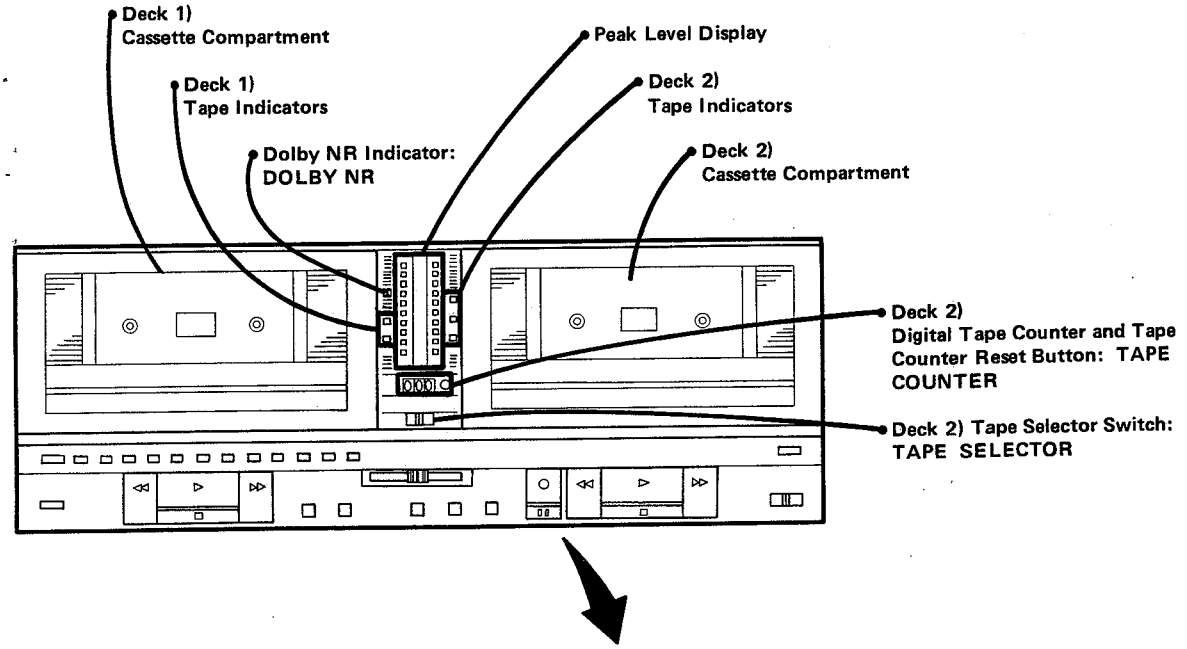
- Connect the AC supply lead only to outlets providing AC 220V (50/60 Hz) power.
  Should power with a rating other than 220V(50/60 Hz) be used, the unit may operate improperly, or become a fire or shock hazard.
- Use of the AC supply lead. Misuse of the AC supply lead will result in breakage, fire or accidental electric shock.
  - Always take a firm grip on the plug when removing the AC supply lead from the outlet. Never pull the plug from the outlet by gripping the lead.
  - Do not place any heavy object on the AC supply lead. Do not excessively bend the AC supply lead. Do not place in a position where it will be stepped on.
- Do not use or place the unit where the humidity is high as this will result in malfunctioning or electric shock.
- Do not expose the unit to high temperatures, for example, in direct sunlight or close to heaters. This will cause the plastic parts to warp and thus cause the unit to malfunction.
- Do not use or place the unit where there is excessive dust as this will cause malfunctioning. Special attention should be paid to records as they are prone to attract dust due to static electricity.
- Do not expose the unit to extremely cold temperatures as this will cause the unit to malfunction.
- When positioning the unit, a firm, level base should be selected. Be careful not to allow the unit to fall.
- Do not remove the cabinet.
  There are dangerous high voltages inside. In the event that trouble develops inside the unit, please contact the dealer from whom you purchased the unit.
- Do not place cassette tapes or the unit near or in magnetic fields such as magnets, television set or speakers. This will result in noise or erasure of the tape.
- Do not place the speakers so they face the unit or are too close together; this can cause howling affected by the speaker's sounds when a record is playing.
- Stack the units as shown in the illustration.

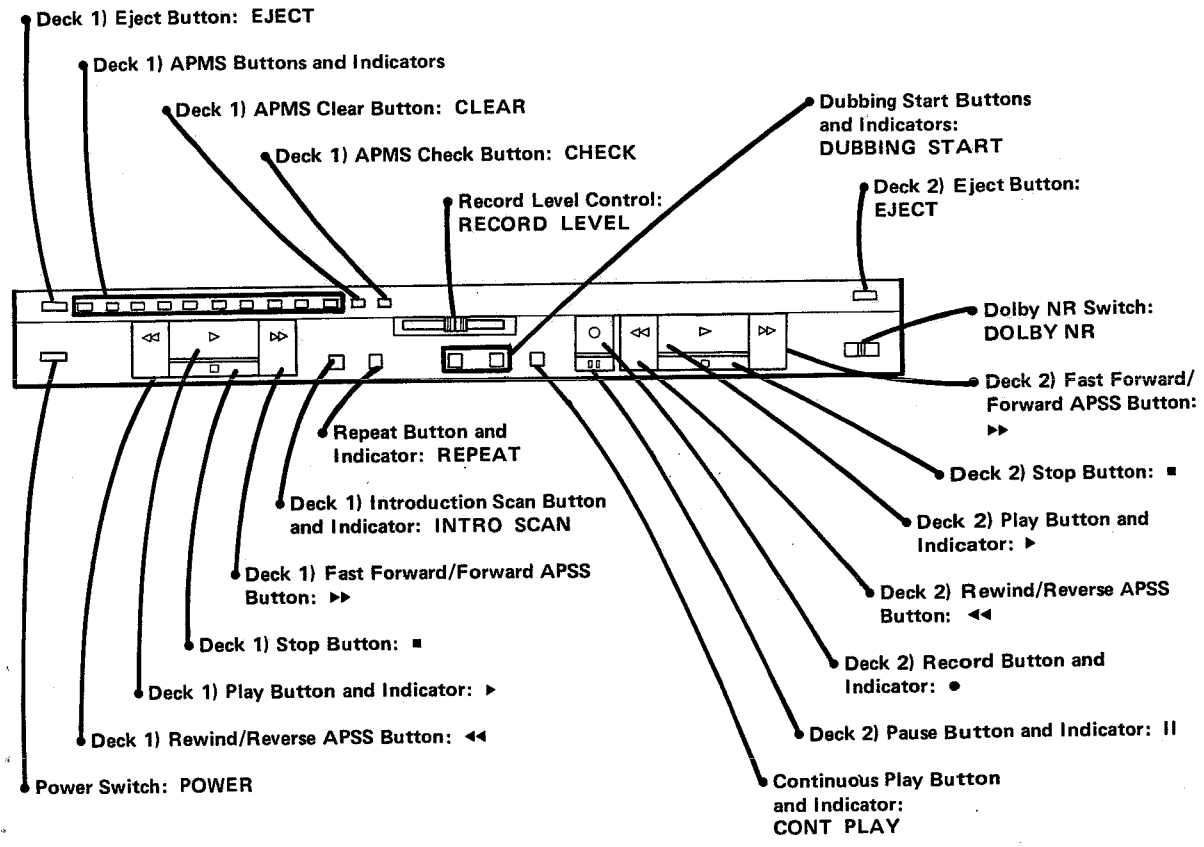


2 NAMES OF CONTROLS

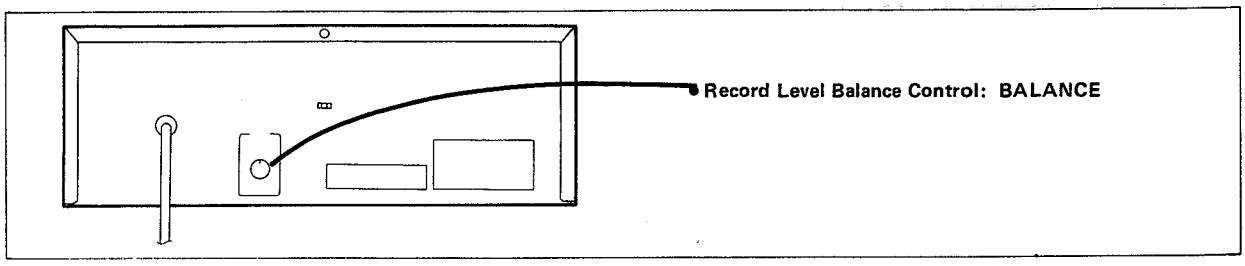
Stereo Amplifier SM-207H



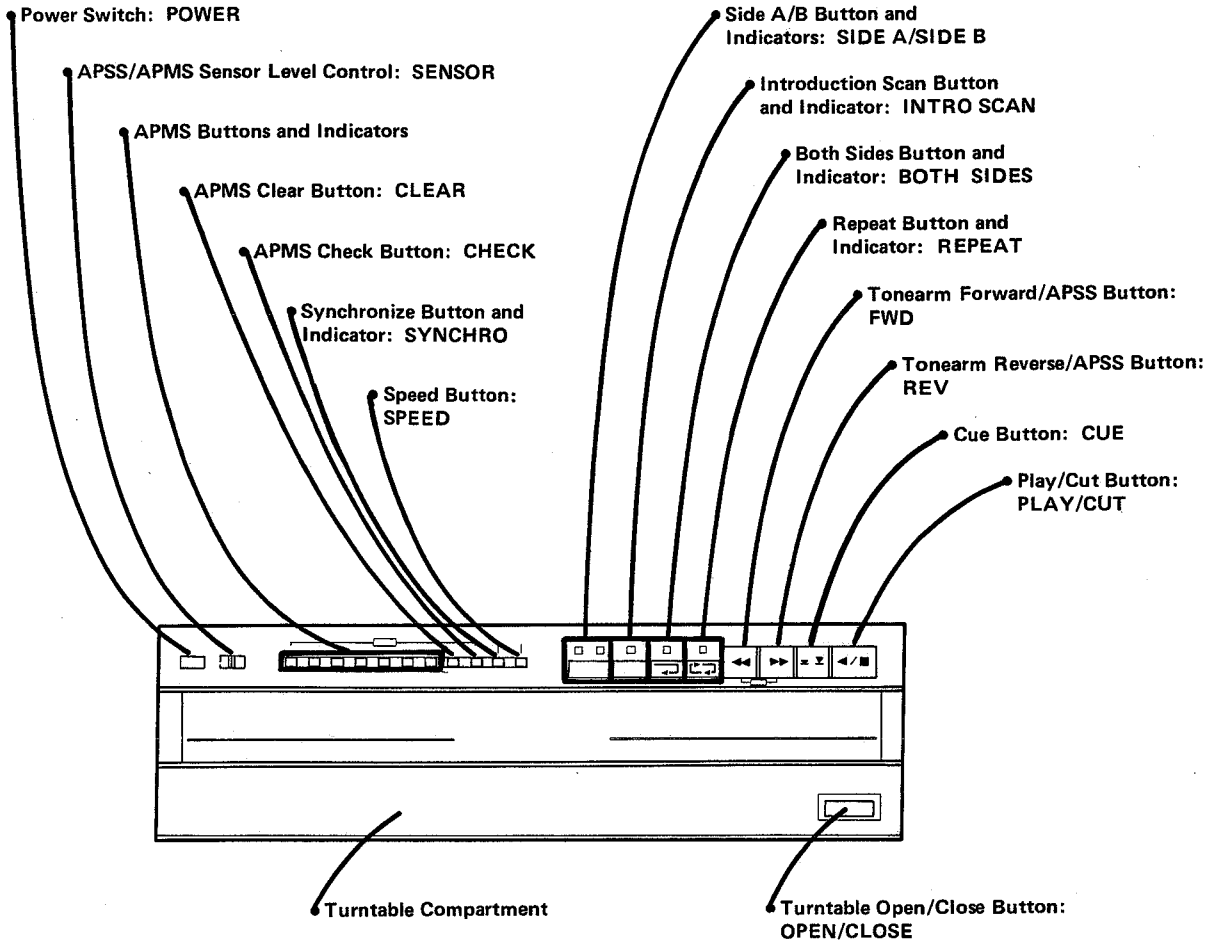

Deck 1)
Cassette Compartment
Deck 1)
Tape Indicators
Dolby NR Indicator:
DOLBY NR
Peak Level Display
Deck 2)
Tape Indicators
Deck 2)
Cassette Compartment
Deck 2)
Digital Tape Counter and Tape
Counter Reset Button: TAPE
COUNTER
Deck 2) Tape Selector Switch:
TAPE SELECTOR


Deck 1) Eject Button: EJECT
Deck 1) APMS Buttons and Indicators
Deck 1) APMS Clear Button: CLEAR
Deck 1) APMS Check Button: CHECK
Record Level Control:
RECORD LEVEL
Dubbing Start Buttons
and Indicators:
DUBBING START
Deck 2) Eject Button:
EJECT
Dolby NR Switch:
DOLBY NR
Deck 2) Fast Forward/
Forward APSS Button:
▶▶
Repeat Button and
Indicator: REPEAT
Deck 2) Stop Button: ■
Deck 1) Introduction Scan Button
and Indicator: INTRO SCAN
Deck 2) Play Button and
Indicator: ▶
Deck 1) Fast Forward/Forward APSS
Button: ▶▶
Deck 2) Rewind/Reverse APSS
Button: ◀◀
Deck 1) Stop Button: ■
Deck 2) Record Button and
Indicator: ●
Deck 1) Play Button and Indicator: ▶
Deck 1) Rewind/Reverse APSS Button: ◀◀
Deck 2) Pause Button and Indicator: II
Power Switch: POWER
Continuous Play Button
and Indicator:
CONT PLAY

Control On the Rear Panel

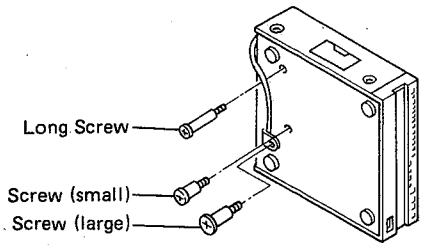


Both Sides Play Stereo Turntable RP-207H


Power Switch: POWER
APSS/APMS Sensor Level Control: SENSOR
APMS Buttons and Indicators
APMS Clear Button: CLEAR
APMS Check Button: CHECK
Synchronize Button and Indicator: SYNCHRO
Speed Button: SPEED
Side A/B Button and Indicators: SIDE A/SIDE B
Introduction Scan Button and Indicator: INTRO SCAN
Both Sides Button and Indicator: BOTH SIDES
Repeat Button and Indicator: REPEAT
Tonearm Forward/APSS Button: FWD
Tonearm Reverse/APSS Button: REV
Cue Button: CUE
Play/Cut Button: PLAY/CUT
Turntable Compartment
Turntable Open/Close Button: OPEN/CLOSE

3 PREPARATION FOR USE

Screws for Transportation



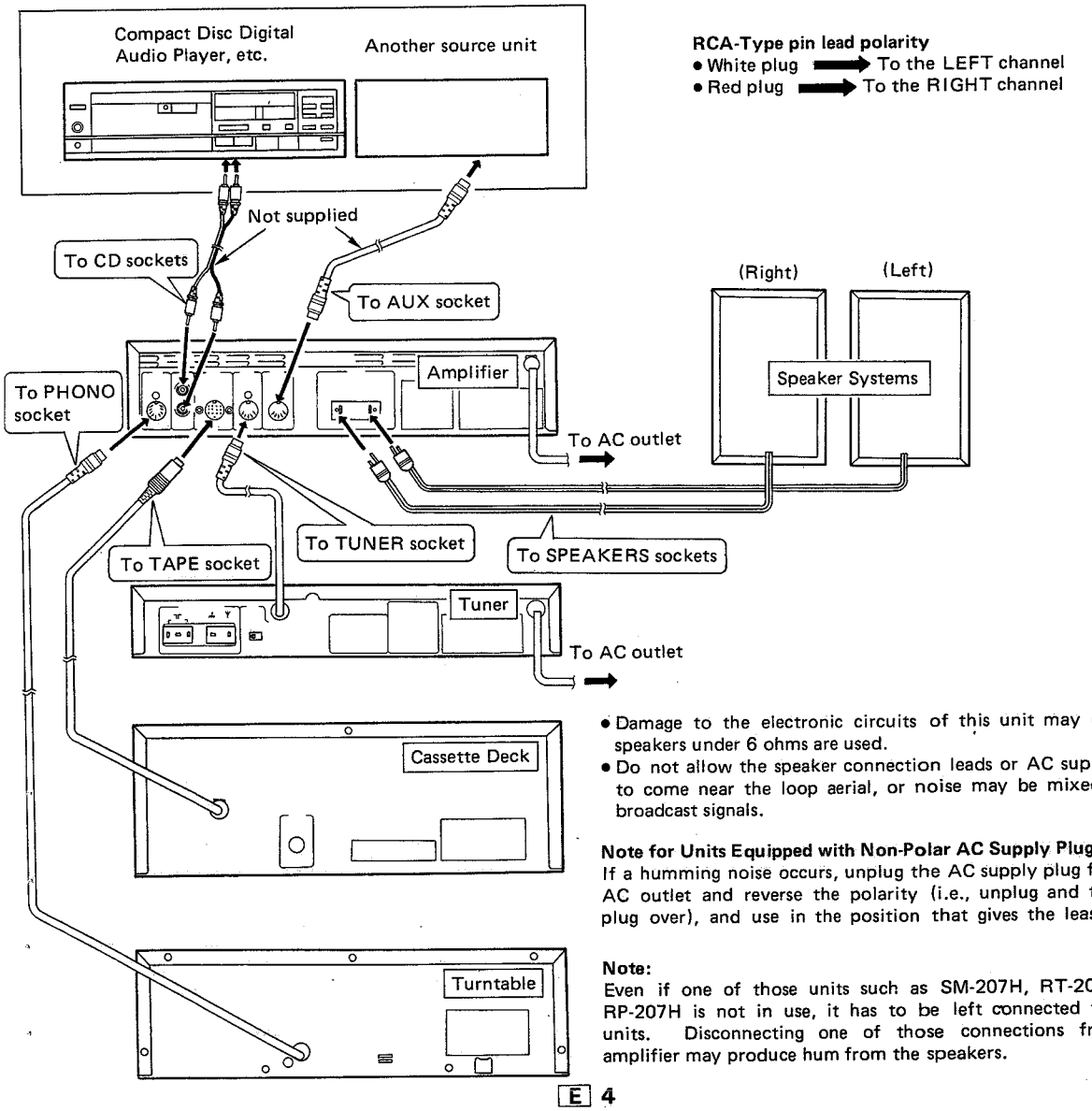
When using the unit for the first time, remove three screws for transportation (blue colour) that lock the turntable compartment.

- These screws are necessary during re-shipment. Store them so that they will not get lost. During re-shipment, make sure that you install them in the specified places.

Audio System Connections

Make the connections described below before connecting the AC supply leads of the amplifier and the tuner.

Check the POWER switches of all units are in the ▮ OFF or ▮ ⏻/STAND-BY positions before connecting the AC supply lead.



RCA-Type pin lead polarity

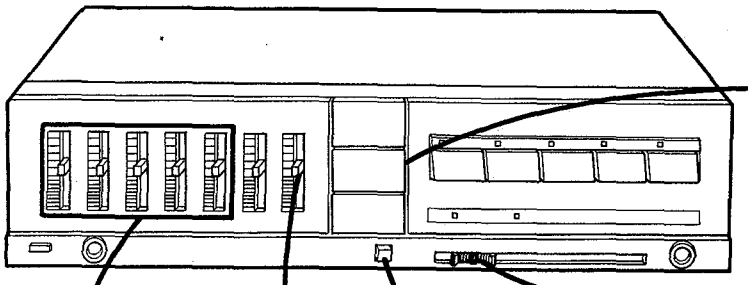
- White plug ➡ To the LEFT channel
- Red plug ➡ To the RIGHT channel

- Damage to the electronic circuits of this unit may occur if speakers under 6 ohms are used.
- Do not allow the speaker connection leads or AC supply lead to come near the loop aerial, or noise may be mixed in the broadcast signals.

Note for Units Equipped with Non-Polar AC Supply Plug:
If a humming noise occurs, unplug the AC supply plug from the AC outlet and reverse the polarity (i.e., unplug and turn the plug over), and use in the position that gives the least noise.

Note:
Even if one of those units such as SM-207H, RT-207H and RP-207H is not in use, it has to be left connected to other units. Disconnecting one of those connections from the amplifier may produce hum from the speakers.

4 SOUND CONTROL (Common functions)



MUTING Button
This button is used to reduce the volume quickly when, for example, a guest arrives or the telephone rings. When the button is pressed once again, the sound gradually becomes louder and returns to its original level.

VOLUME Control
This adjusts the volume level to the speakers or headphones.

LOUDNESS Switch
This switch allows compensation to be made for ear insensitivity to highs and lows while listening at low volume settings. Bass and treble are automatically boosted by using this switch. Do not use the switch at normal volume setting.

BALANCE Control
Adjusts the relative volume of each speaker for optimum stereo effect. Slide the control until the sound seems to be coming from the centre of the listening area.

GRAPHIC EQUALIZER Controls

- Slide a control of a specific range upwards (toward +10 position) to emphasise the sounds in that particular range.
- Slide a control of a specific range downwards (toward −10 position) to diminish the sounds in that particular range.
- By setting all GRAPHIC EQUALIZER controls to the centre (0) position, the frequency responses will become flat.

63 Hz
This is the sound range that will bring out the fascinating bass sounds of such instruments as bass guitars or drums. Slide the control knob upwards to increase output at these frequencies and downwards to reduce output at the same frequency.

250 Hz
This is the range that covers human voices and basic sounds of music. Slide the knob upwards and human voices will be emphasised and vice versa.

1 kHz
This range affects the middle register which is higher than the 250 Hz range. By sliding the knob upwards, sounds from a piano or brass instruments, or high human voices will be emphasised and vice versa.

4 kHz
Slide the knob upwards and sounds from string instruments will be emphasised. Slide the knob downwards for the opposite effect.

16 kHz
The upper register of cymbals and triangles is emphasised by sliding this knob upwards. Slide the knob downwards to reduce tape hiss noises.

Auto Function Switching System

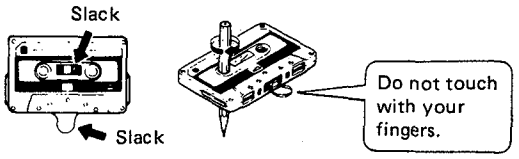
When the units are used as parts of the system, system function is changed automatically without touching the function selector switch on the amplifier, by the following operation.

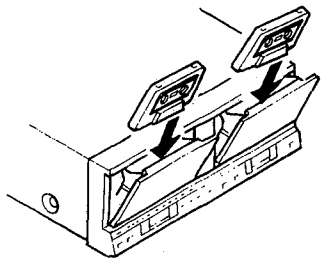
- When the ▶ button or INTRO SCAN button on the RT-207H cassette deck is pressed:
- When the ◀/■ PLAY/CUT button, ◀◀ FWD button or INTRO SCAN button on the RP-207H turntable is pressed:
- When the TUNER CALL button on the ST-207H is pressed:

When switchover is made from TAPE or PHONO to another input, playback of tape or record is stopped automatically.

5 INSERTING CASSETTE TAPES

Inserting





Tape Slack

Check to ensure there is tape visible through the cassette centre window. Tighten any loose tape with a pencil or ball-point pen before inserting the cassette into the compartment, as shown at left.

1 Press the EJECT button of Deck 1 or Deck 2, respectively.

2 Insert the cassettes so that the titles of the tape tracks to be used are facing outwards.

3 *Close the compartment door.*

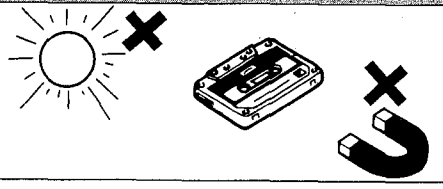
Unloading

Press the EJECT button and remove the cassette tape.

Cassette Tape Selection

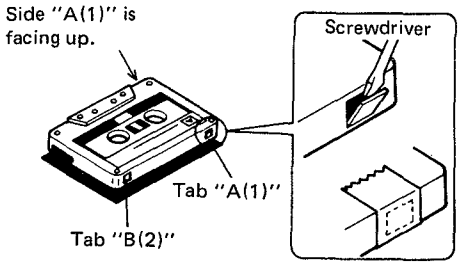
- Use only well-known brands of tape.
- Use of C-120 (120 minutes) cassettes is not recommended. The extreme thinness of this tape may result in breakage or other problems.
- Broken tapes can easily become entangled in the drive mechanism, causing major damage.
- Stretched tapes will run at uneven speeds and will distort anything recorded on them.

Notes for Storing Cassette Tapes



- Do not place cassettes near objects with a strong magnetic field, such as radios, TV sets or loudspeakers. Magnetic fields may reduce the tape sensitivity or even erase the recording.
- Do not store cassettes for extended periods in hot, moist or dusty locations.

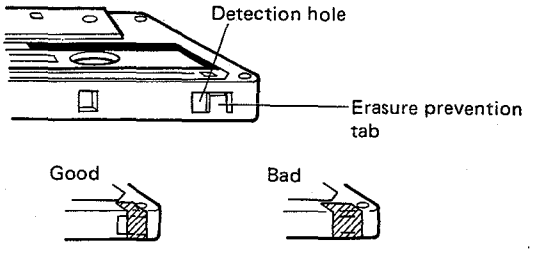
To Avoid Erasure of Important Tapes



Removal of the erasure prevention tabs makes it impossible to accidentally erase the tape.

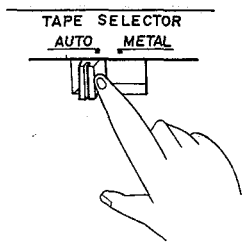
- Should you later wish to record on the tape, a piece of tape over the tab hole will allow recording.

Do not Cover the Detection Hole.



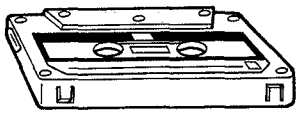
When covering the erase safety tab holes care should be taken so as not to cover the CrO_2 and METAL tape detection holes. If the holes are covered, the tape will be treated as a NORMAL tape.

Auto Tape Selector



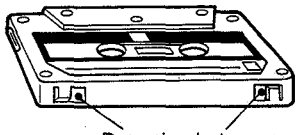
If the TAPE SELECTOR switch is set to the AUTO position, the tape type (METAL, CrO_2 or NORMAL) will be automatically selected for proper recording and playback by simply placing the tape in the cassette compartment.

NORMAL (Low-Noise) tape



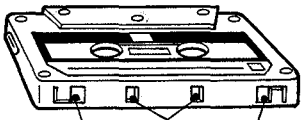
No detection hole

CrO_2 tape



Detection hole

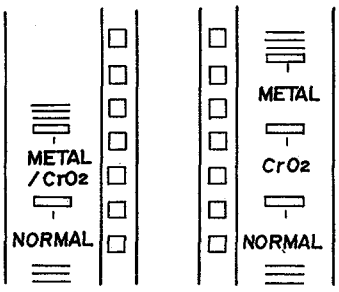
METAL tape



Detection hole B
Detection hole A

- Some tape manufacturers do *not provide detection hole B for* METAL tapes. If you are using this type of tape, you must set the TAPE SELECTOR switch to METAL, otherwise the tape indicator will display CrO_2.

THE TAPE TYPE IS DISPLAYED ON THE TAPE INDICATORS.



Note:
The TAPE SELECTOR switch functions only for Deck 2. In Deck 1, even if the TAPE SELECTOR switch is set to the METAL position, the tape type is automatically changed by the AUTO TAPE SELECTOR feature.

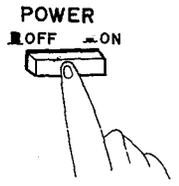
6 LISTENING TO TAPES (PLAYBACK)

Deck 1 → Used only for playback.
Deck 2 → Used for playback or recording.

If Deck 1 and Deck 2 are played back at the same time, the sound from Deck 1 will be heard.

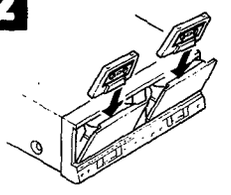
Individual Playback

1 POWER OFF ON



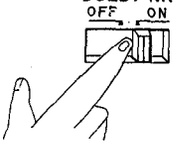
Switch on both the amplifier and cassette deck.

2



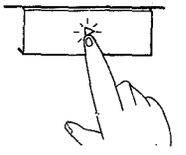
Insert a cassette into the cassette compartment of Deck 1 or Deck 2.

3 DOLBY NR OFF ON

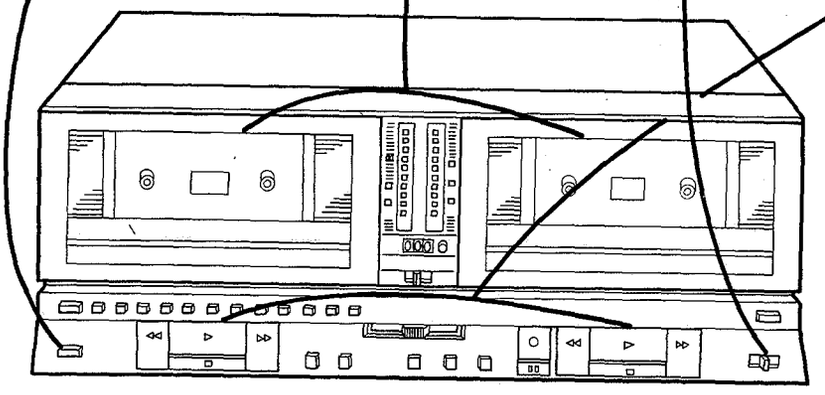


If the tape has been recorded with the DOLBY NR system, set the DOLBY NR switch to the ON position. Otherwise, set to the OFF position.

4



Press the ▶ button of Deck 1 or Deck 2.



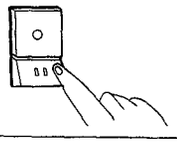
- Pressing the ▶ button will automatically set the function indicator to TAPE. (Auto Function Switching System)

5 Adjust the GRAPHIC EQUALIZER, BALANCE and VOLUME controls.

After use:
Remove the tape, then set the POWER switches on both units to the OFF position.

- The tape will stop automatically when it reaches the end.
- If you wish to stop the tape before it reaches the end, press the ■ button.

To Temporarily Stop the Playback (Deck 2 only)

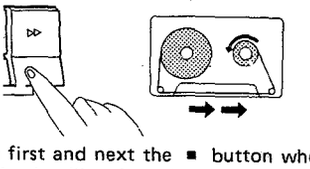


Press the II button.
The tape will stop at this point.
To resume playback, press the ▶ button.

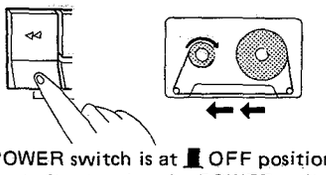
Fast Forward or Rewind

Before fast forward or rewind operation:
- Press the ■ button if the cassette deck is in a mode other than neutral.

Fast forward
Press the ▶▶ button of Deck 1 or Deck 2 for fast forward winding of the tape.

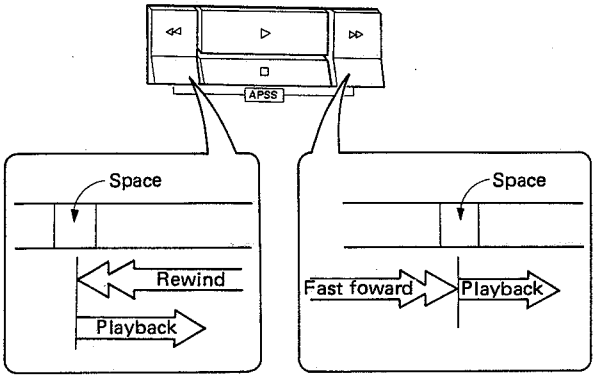


Rewind
Press the ◀◀ button of Deck 1 or Deck 2 to rewind the tape.



If you make a mistake of pressing the ▶ button first and next the ■ button when the POWER switch is at OFF position, this will cause the unit to operate unexpectedly: i.e. it will go into the play mode in a moment after turning the POWER switch to the ON position and then pressing the ▶▶ or ◀◀ button. This is not due to any malfunction of the unit.

APSS (Auto Program Search System)



The APSS speeds forward or backward to locate the programme you wish to hear and plays it back automatically.

1 Press the ▶ button.

2 Press the ▶▶ button or ◀◀ button.
The tape will advance to the beginning of the next programme or be rewound to the beginning of the current programme.

Playback automatically resumes when the space before the next programme is reached or when the space preceding the programme is reached.

APSS Pause Control (Deck 2 only)

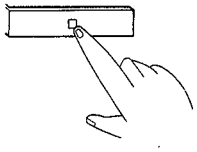
1 If you wish to have the tape stop at the beginning of the selection, press the ❚❚ button while the APSS is in operation.

2 Press the ▶ button a second time when you wish to cancel the pause.

APMS (Automatic Programmable Music Selector) (Deck 1 only)

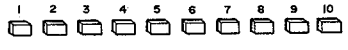
APMS lets you programme the selections you wish to listen to, and plays them back later in the order in which you have programmed them.

1



Press the ■ button when the tape is playing.

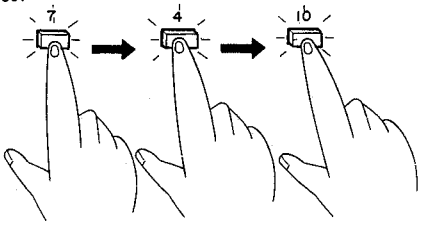
2

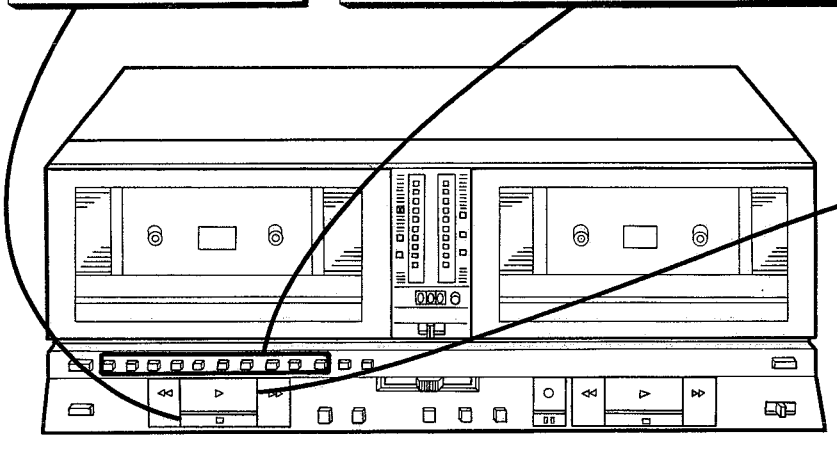


Press the APMS buttons (1 to 10) until the indicators light up at the selection number you wish to programme.

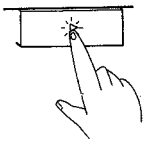
- If one of the APMS buttons is pressed by mistake, press that button again to turn the indicator off.
- Programmes can not be memorized when the cassette compartment is being opened.
- At most ten programmes can be memorized.

- For example, if you would like to listen in order of seventh, fourth and tenth programmes:





3



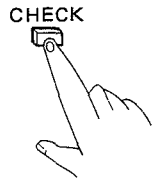
Press the ▶ button of Deck 1.

- Play will be in the programme order.

- If you would like to cut the APMS playback on the way, press the ■ button of Deck 1.
(In this case, other memorized programmes are not erased.)

- The APMS indicator of the programme which is being played now is flashing rapidly and for the programme which will be played is flashing slowly.
- After memorized programmes are finished playing, the APMS indicators for them are turned off.

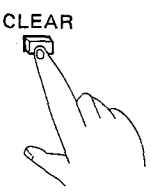
To Check the Order of Programmed Selections



Press the CHECK button after pressing the ■ button of Deck 1. The APMS *indicator will show the programmed* selection numbers in the order in which you have programmed them.

- They can not be confirmed while the unit is playing.

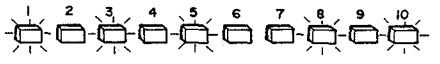
To Clear the Programmed Selections



Press the CLEAR button after pressing the ■ button.

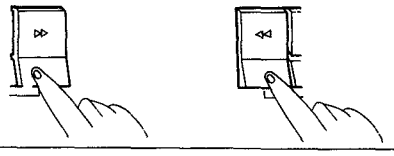
- Memorized programmes cannot be cleared if the unit is in the playback mode.
- If the cassette compartment is opened, memory is automatically cleared.

To Add Memorized Programmes



Memorized programmes can be added by pressing the buttons corresponding to the programme numbers the APMS indicators of which are not lighted and then their indicators will be lighted up.

Using the APSS during APMS



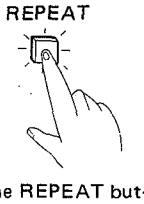
- By pressing the ◀◀ or ▶▶ button during playback, the preceding or the next programmed selection can be played.

Repeat Playback

1

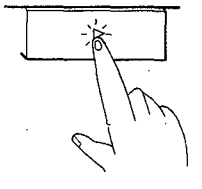
Follow the operation as described on page 8, *steps 1 to 3.*

2



Press the REPEAT button.

3



Press the ▶ button of Deck 1 or Deck 2.

To repeat the programme which is being reproduced twenty-four times.

- In order to stop repeat playback, press the REPEAT button again to turn the indicator off. After finishing playback of the current programme, the unit will be stopped automatically.
- Repeat playback feature can be used with automatic programmable music selector (APMS) feature. For details refer to page 11.

Cantinuous Playback

1

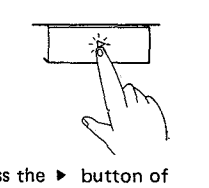
Follow the operation as described on page 8, steps 1 to 3.

- Insert pre-recorded cassettes into the cassette compartments of Deck 1 and Deck 2.

2

Press the CONT PLAY button.

3



Press the ▶ button of the Deck which is to be played first.

- When the end of the tape which has started first is reached, playback of the second Deck to be played finally will begin.
- In order to cut continuous playback off, press the CONT PLAY button again to turn the indicator off. After finishing playback of the current programme, the unit will be stopped automatically.
- Continuous playback feature can be used with automatic programmable music selector (APMS) feature. For details refer to page 11.
- If the REPEAT button is pressed before the ▶ button is pressed, continuous playback will be repeated twenty-four times.

To use the APMS with Continuous Playback or Repeat Playback. To Play Continuously, a Cassette Has to be Put into DECK 2 too.

- Light the indicator up by pressing the REPEAT or CONT PLAY button.

Repeat Playback
(For details refer to page 10.)

Press the ▶ button of Deck 1.

Playing selected programmes by selected sequence. → Finish playing the last selected programme.

Rewind the cassette automatically to the beginning of its firstly selected programme.

Continuous Playback
(For details refer to page 10.)

Press the ▶ button of Deck 1

→ Deck 1 (APMS playback)

→ Deck 2 (Playing all the programmes on one side of the cassette.)

Press the ▶ button of Deck 2

→ Deck 2 (Playing all the programmes on the side of the cassette.)

→ Deck 1 (APMS playback)

- Since the function begins to be effective at the time when the REPEAT or CONT PLAY button is pressed, those programmes which are finished before then are not repeated or played continuously.
- When the REPEAT and CONT PLAY buttons are pressed simultaneously, continuous playback is repeated twenty-four times.

Introduction Scan Playback

- The intro-scan playback is a feature which allows you to listen to 12 seconds of each programme on pre-recorded music tapes and then resume forward APSS.
  This feature is useful for quickly finding a programme that you do not know the location of.
- The intro-scan playback functions for Deck 1 only.

1

Follow the operation as described on page 8, steps 1 to 3.

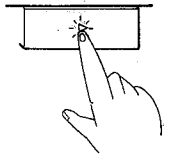
- Insert a cassette into the cassette compartment of Deck 1.

2

Press the INTRO SCAN button. The indicator lights up.

- When the beginning of the programme that was being heard or the beginning of the next programme is found, approximately 12 seconds of the programme is automatically played. At this time, check the programme to see if it is the desired one.
- After approximately 12 seconds of the programme is played, forward APSS is resumed and approximately 12 seconds of the next programme will be played and this process is repeated.

3

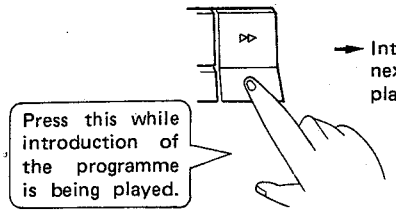


When the desired programme is found, press the ▶ button.

- Reverse APSS will operate and the tape will be rewound and the programme will be played from the beginning.

- Scanned introduction playback is continued until the end of the cassette.
- In order to stop scanned introduction playback, press the ■ button.

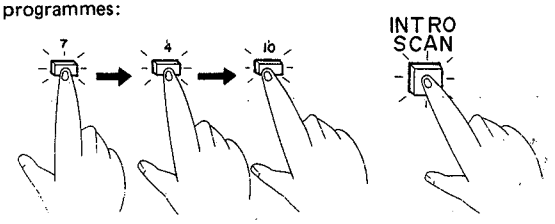
To Skip Undesirable Programme while Introduction of the Programme Is Being Played



- If undesirable programme is found while introduction of the programme is being played, press the ▶▶ button. Then introduction of the next programme will be played.

Scanned Introduction Playback for Selected Programmes

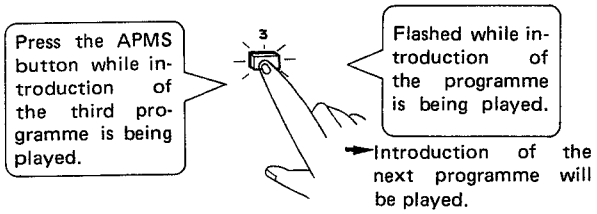
- For example, if you would like to play introductions of the programmes in order of the seventh, fourth and tenth programmes:



1 Press the APMS buttons in order of 7, 4 and 10 to light the APMS Indicators up before the INTRO SCAN button is pressed.

2 Press the INTRO SCAN button.
(Introductions of the programmes are played in order of 7, 4, 10 and introductions of other programmes are not played.)

To Memorize Desired Programme while Introduction of the Programme Is Being Played


Press the APMS button while introduction of the third programme is being played.
3
Flashed while introduction of the programme is being played.
Introduction of the next programme will be played.

- Press the APMS button of the programme the introduction of which is being played. When the APMS button is pressed, introduction of the next programme will be played.

The APMS indicators of the memorized programme numbers will not be turned off.

When APMS, APSS or Introduction Scan Playback does not Operate Properly

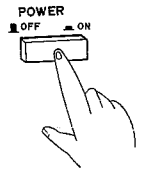
These features operate by finding approximately a 4-second space between programmes on pre-recorded music tapes. Using tapes of the following kind may result in improper operation.

- Tapes of speech or dialogs.
- Tapes with a low recording level (−20dB).
- Tapes in which the music has long periods of pianissimo (sections of softly played music), or music where there are breaks of silence.
- Tapes in which the space between programmes is very short (less than 3 sec.).
- Tapes recorded with loud noise or hum.

7 LOADING RECORDS

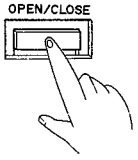
Loading

1



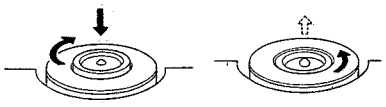
Switch on both the amplifier and turntable.

2



Press the OPEN/CLOSE button and the turntable compartment will open.

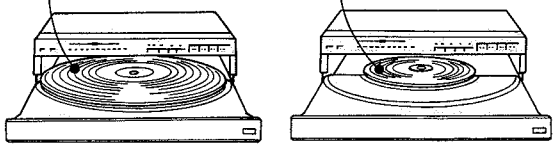
3 Adjust the adaptor for 17 cm. (17") EP records to suit the record being used.



- For records with a small centre hole, push down the adaptor while turning to the right as shown in the illustration.
- For records with a large centre hole, turn the adaptor to the left until it pops up.

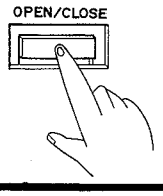
4

- LP [25 cm. (10") or 30cm. (12")] record
- EP [17cm. (7")] record



Load with only one record by placing the side A to be played face up on the turntable platter.

5



Press the OPEN/CLOSE button and the compartment will close.

Be careful of dust and dirt, easily picked up by the record due to static electricity. Records should not be left on the turntable platter for extended periods when not in use. To avoid loss in quality, records should be removed from the unit and stored properly.

Non-Standard Record

The unit is designed to accept standard records and will function automatically with the greater majority of records available. There are records on the market though which have uniquely designed, often sharply angled, rims (i.e., groove guard). Some records, rather than the normal black, are transparent or coloured in a pale shade. With such non-standard records, the infrared sensing device equipped within the tonearm may fail to receive a proper reading from the record surface, and in the automatic mode may display the following problems.

Cross-sectional view of record

17cm. (7") 45 rpm record

Record with normal edge — Record with sharp edge

17cm. (7") 33 rpm record

Record with normal edge — Record with sharp edge

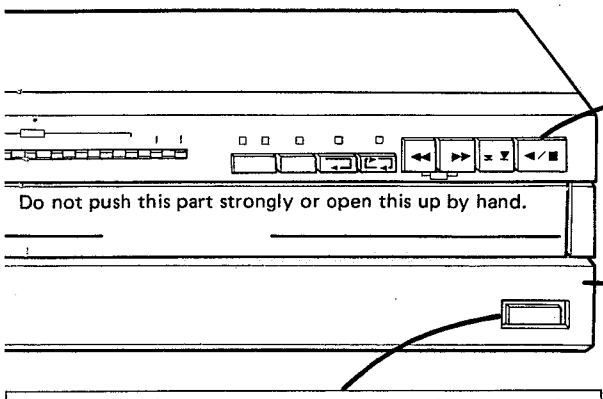
- The cartridge does not come down on the record and return to its original position.
- The play begins in the middle of the record.

With such records, see page 15 for details about operating the unit manually.

The following types of records should not be played; they could be damaged and at the same time cause damage to the cartridge stylus.

- Phonosheets
- Severely warped records
- Records with a centre hole that is not properly rounded, or is smaller than usual, off-centre or partially covered by the label.

8 LISTENING TO RECORDS



Do not push this part strongly or open this up by hand.

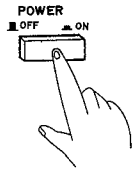
The unit may not be operated when the ◂/■ PLAY/CUT button is pressed immediately after the POWER switch is set to the ▬ ON position. Since this is because control microcomputer is not yet ready, press the ◂/■ PLAY/CUT button again after about three seconds.

While the turntable compartment is opening or closing, do not open or close it forcibly by hand. If excessive force is applied to the turntable compartment, it will be stopped on the way and all the APMS indicators will flash. In this case, after setting the POWER switch to the ▮ OFF position, set it again to the ▬ ON position and start the operation over again.

If the OPEN/CLOSE button is pressed while a record is playing, the record will stop rotating and the turntable compartment will be opened.
- The turntable compartment will not be opened when the POWER switch is at the ▮ OFF position.

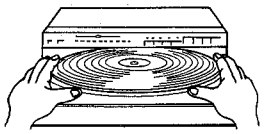
Automatic Play

1



Switch on both the amplifier and turntable.

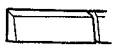
2



Load the record on the turntable platter.

3

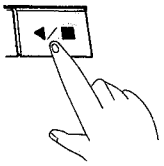
SIDE A/SIDE B



Press the SIDE A/SIDE B, button to select the side you wish to play.
- When playing both sides, light the indicator to the side that you wish to play first.

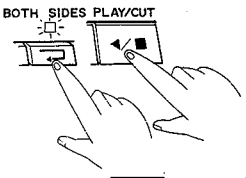
4 One Side Play

PLAY/CUT

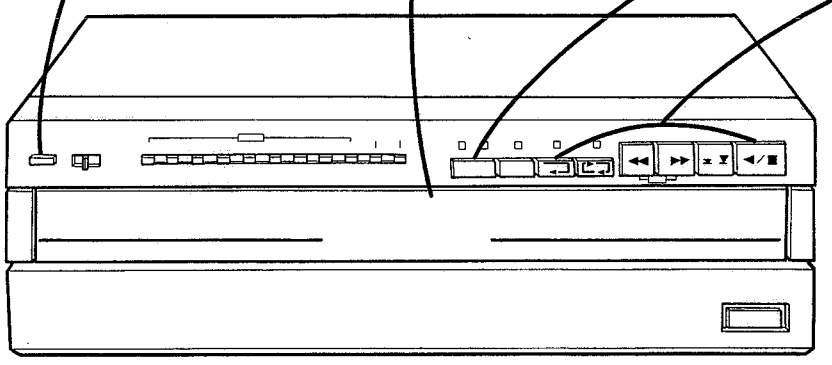


Press the ◂/■ PLAY/CUT button.

Both Sides Play



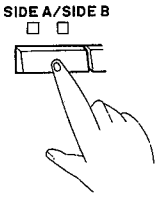
Press the ⌐¬ BOTH/SIDES button.
Then press the ◂/■ PLAY/CUT button.



- Both sides can be played when the ⌐¬ BOTH SIDES button is pressed while the unit is on the "on side" play mode.

- If the ◂/■ PLAY/CUT button is pressed while the turntable compartment is being opened, the compartment will close and the unit is ready to start playing.
- The unit will start playing from the first programme after the phono cartridge moves to the inner circumference to memorize numbers of the programmes on the record. While the cartridge is moving, the APMS indicators will flash.

To Listen to the Opposite Side to the One Being Listened to.

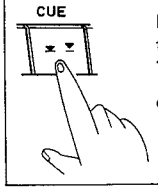


Press the SIDE A/SIDE B button.
The unit will start playing from the first programme on the reverse side. When the unit is in the "both sides" play mode, the side currently playing will be played again after playing the reverse side is finished.

To Change Record Speed

The record speed is automatically set at 33 rpm for 30 cm. (12") or 25 cm (10") LP records and at 45 rpm for 17cm. (7") EP records.
For 45 rpm LP records or 33 rpm EP records press the SPEED (33/45) button and select the correct speed before pressing the ◀/■ PLAY/CUT button.

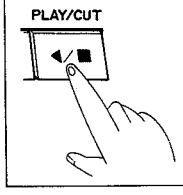
Temporarily Stopping the Record



Press the ▼ ▼ CUE button to stop playing for brief periods; the record will continue to revolve.
To start playing again, press the ▼ ▼ CUE button once more.

- Do not do the above operation repeatedly within one second. It may take some time to hear the playing sound.

Stopping the Record while Playing



Press the ◀/■ PLAY/CUT button.

- Even if a record which has more than eight programmes on one side is placed on the turntable, programme numbers are displayed at most "7".
- Depending on the record, final transfer groove can be counted as a programme and programme number display, and the APMS indicators will indicate more than real numbers of the programme on the record.
- After the last programme is played, the record is stopped automatically, if the unit is in the "one side" play mode, after playing one side is finished and if it is in the "both sides" play mode, after playing both sides is finished, the unit will stop automatically.

Manual Play

1

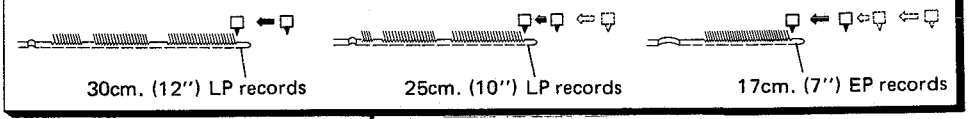
Follow the operation as described on page 14, steps 1 to 3.

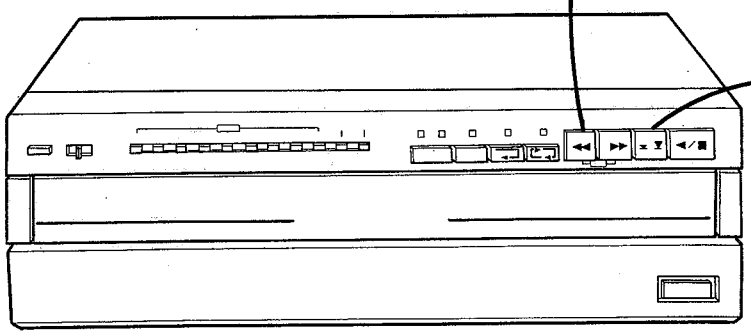
2

Press the ◀◀ FWD button;

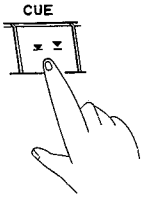
- For 30 cm. (12") LP records, press once.
- For 25 cm. (10") LP records, press twice.
- For 17 cm. (7") EP records, press three times.

The third time has to be pressed about three seconds after the second time it is pressed.





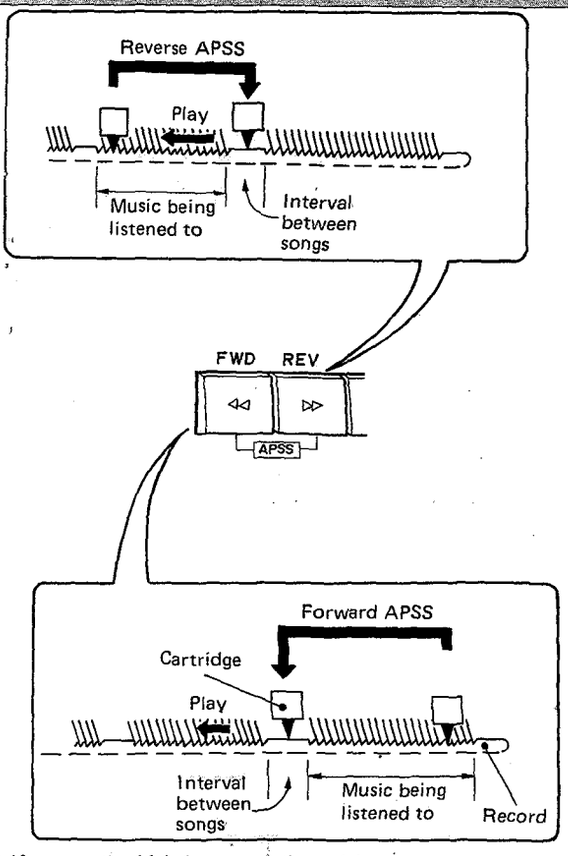
3



Press the ▼ ▼ CUE button and the record will play from the beginning.

- After the above process has been completed once, the unit remembers the size of the record; it can be played again by pressing the ◀/■ PLAY/CUT button, as long as the POWER switch is not turned into the ▮ OFF position, and the turntable compartment is not opened.

APSS (Auto Program Search System)



- The APSS feature allows the unit to automatically search for the beginning and ending of each programme on pre-recorded records and begin playback from the beginning of a programme.
- At first press the ◀/■ PLAY/CUT button to play the record.

Re-starting the Play of a Programme currently Being Played (Reverse APSS)

Press the ▶▶ REV button, the side being played does not matter.

- The unit will automatically resume play after the beginning of the programme that was being played is found.

Playing the Next Programme (Forward APSS)

Press the ◀◀ FWD button, the side being played does not matter.

- The cartridge will move to the beginning of the next piece and automatically begin playing.

- If a record which has more than eight programmes on one side is used, programmes after the eighth may not be cued correctly. In this case, move the phono cartridge according to the description.

- If the APSS is operated at the beginning or end of a programme, a programme before or after the programme may be skipped.

Skipping Over a Number of Programmes

Repeat the operation by pressing the ◀◀ FWD or ▶▶ REV button after the beginning of a programme is found and starts to play.

To Move the Cartridge Forward or Reverse

1 If the APMS indicators are being lighted up, turn the APMS indicators off by pressing the ◀/■ PLAY/CUT button.

2 After starting playback by pressing the ◀/■ PLAY/CUT button, press the ▼▼ CUE button.

3 Press the ◀◀ FWD button to move the cartridge for the same direction as a record is played and press the ▶▶ REV button to move it for the opposite direction.

- The cartridge is moving while the button is pressed. And location of the cartridge can be seen by the APMS indicators.
- Press the ▼▼ CUE button again to start playing.

Even if the ▶▶ REV button is kept pressed until the time when the cartridge may pass over the outer circumference, the cartridge is stopped automatically at the location of the first groove of the record.

APMS (Automatic Programmable Music Selector)

APMS permits the selection and entry into memory of a programme of music selections which can then be played automatically in the order they were selected.

1

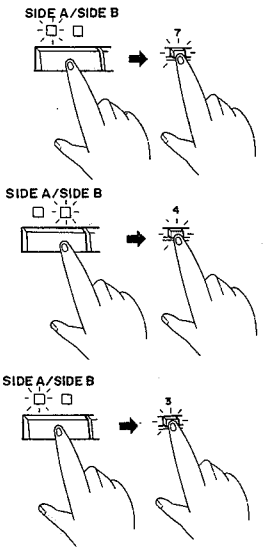
Follow the operation as described on page 14, steps 1 to 3.

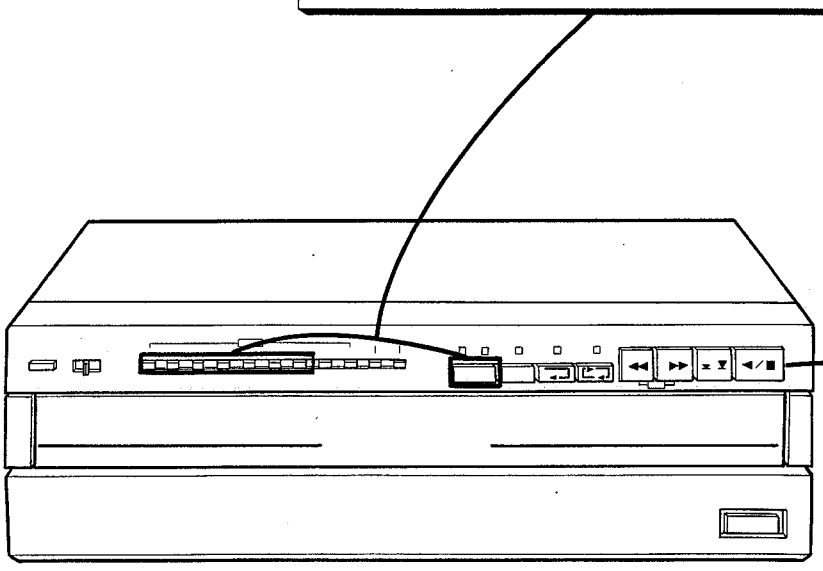
2

Press the SIDE A/SIDE B button and the APMS buttons (1 to 7) until the indicators light up at the selection number you wish to programme.

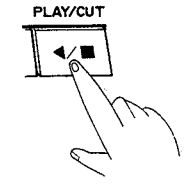
- If the APMS button is pressed by mistake, press it again to turn the indicator off.
- Programming can be made only when the POWER switch is turned ON and the cartridge on its rest position. (No programming can be performed while the unit is in play.)
- At most fourteen programmes, seven programmes each for side A and B, can be memorized.

- For example, if you would like to play in order of the seventh programme on side A, fourth programme on side B and third programme on side A:





3



Press the ◀/■ PLAY/CUT button.

- Play will be in the programme order.

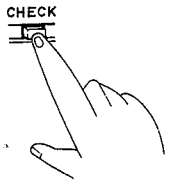
- Do not select more numbers of the programmes than real numbers of the programmes on the record.
  Depending on a record, final transfer groove can be counted as a programme and the APMS indicators light up more than real numbers of the programmes on the record.

- In order to stop the APMS operation, press the ◀/■ PLAY/CUT button. In this case, those memorized programmes which are being played currently and not played yet, are not erased.

- The APMS indicator of currently playing programme flashes rapidly and the one for the next programme is will flash slowly.
  If the next programme is on the reverse side, the indicator of that side, side A or B, will flash slowly.

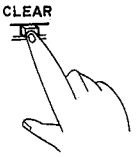
- After the programme is played, corresponding memorized programme number is erased and the corresponding APMS indicator is turned off.

To Check the Order of Programmed Selections



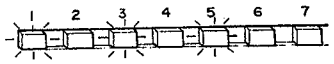
After setting the unit at the stop mode, press the CHECK button.
The APMS indicator will show the programmed selection numbers in the order in which you have programmed them.
- They can not be confirmed while the unit is playing.

To Clear the Programmed Selections



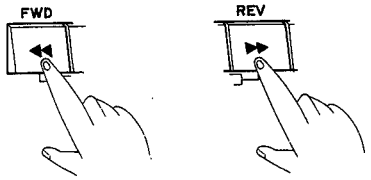
After setting the unit at the stop mode, press the CLEAR button.
- Memorized programmes cannot be cleared if the unit is in the play mode.
- If the turntable compartment is opened, memory is automatically cleared.

To Add Memorized Programme



By pressing the APMS button the indicators of which are not lighted up, programmes can be added and corresponding indicators light up.

Using the APSS during APMS

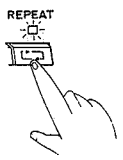


- By pressing the ◀◀ FWD or ▶▶ REV button while playing the record, the preceding or next selection of the programme can be played.
- If the ▼ CUE button is pressed before pressing the ◀◀ FWD or ▶▶ REV button, the unit will pause at the beginning of the selection.
  In this case, press the ▼ CUE button to start playing the record.

Repeat Playback

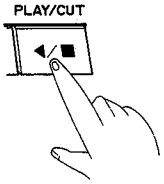
1 Follow the operation as described on page 14, steps 1 to 3.

2



Press the REPEAT button.

3



Press the ◀/■ PLAY/CUT button.

- The unit can be switched to repeat playback mode while it is in the "one side" play or "both sides" play mode.
- When the unit is in the "one side" play mode, one side is repeated twenty-four times and when it is in the "both sides" play mode, both sides are repeated twenty-four times.

- In order to stop repeat playback, press the REPEAT button again to turn the indicator off. The unit will be stopped automatically after the record being played is finished.
- Repeat playback can be used with automatic programmable music selector (APMS).

To Use Repeat Playback and the APMS at the Same Time

- Press the REPEAT button to light the indicator up.

Press the ◀/■ PLAY/CUT button.

Play selected programmes in order of the selection. → Finish playing the last selected programme. → Move the cartridge to the beginning of the first selected programme. → Play selected programmes in order of the selection.

- Repeat playback continues twenty-four times.
- The REPEAT button can be pressed while the APMS is in operation.

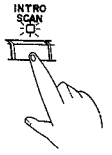
Introduction Scan Play

- The intro-scan play is a feature which allows you to listen to 12 seconds of each programme on records and then resume forward APSS.
  This feature is useful for quickly finding a programme that you do not know the location of.

1

Follow the operation as described on page 14, steps 1 to 3.

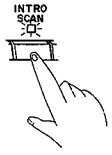
2



Press the INTRO SCAN button. The indicator lights up.

- If the button is pressed while the turntable compartment is being opened, the compartment will be closed and the unit will be ready to start scanned introduction playback.
- Scanned introduction playback will continue until the end of the record. When the ⇄ BOTH SIDES button is pressed, introductions of the programmes on both sides are played.
- In order to stop scanned introduction playback, press the ◂/■ PLAY/CUT button.
- When the beginning of the programme that was being heard or the beginning of the next programme is found, approximately 12 seconds of the programme is automatically played. At this time, check the programme to see if it is the desired one.
- After approximately 12 seconds of the programme is played, forward APSS is resumed and approximately 12 seconds of the next programme will be played and this process is repeated.

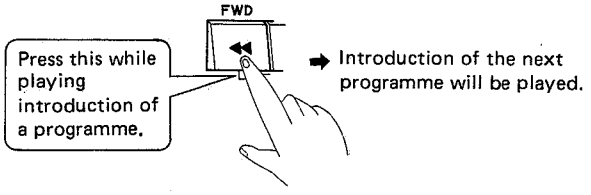
3



When the desired programme is found, press the INTRO SCAN button once more.

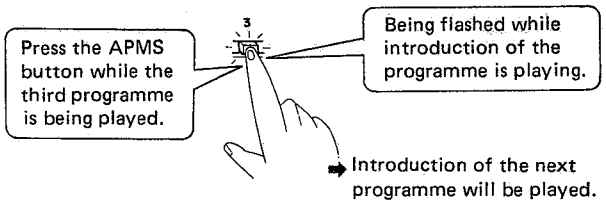
- Desired programme is started from the beginning. And the unit continues to play until the last programme.

To Skip Undesirable Programme while Playing Introduction of the Programme



- If undesirable programme can be found while playing introduction of the programme, press the ◂◂ FWD button. Then introduction of the next programme will be started.

To Memorize Desired Programme While Playing Introduction of the Programme

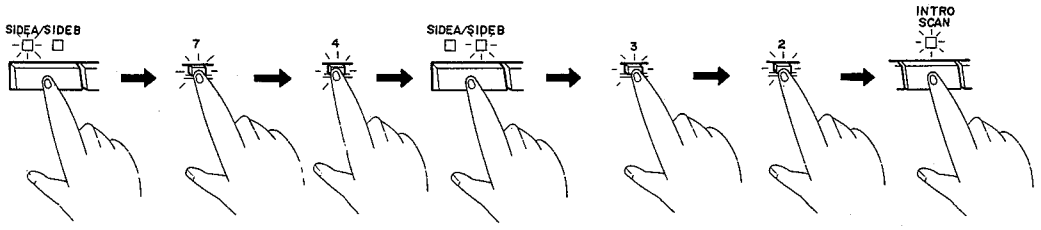

3
Press the APMS button while the third programme is being played.
Being flashed while introduction of the programme is playing.
Introduction of the next programme will be played.

- Press the APMS button of the programme which is being played. When the botton is pressed, introduction of the next programme will start.

  The APMS indicators of the memorized programmes are not turned off. In order to play memorized programme, press the ◂/■ PLAY/CUT button after playing introduction of the programme is finished.

To Play Selected Introductions of the Programmes

- For example, if you would like to play introductions of the programmes in order of the seventh and fourth programmes on side A and the third and second programmes on side B:



1 Before the INTRO SCAN button is pressed, press the SIDE A/SIDE B button to switch the unit to side A.

2 Press the APMS buttons of numbers "7" and "4" to light their APMS indicators up.

3 Press the SIDE A/SIDE B button to switch the unit to side B.

4 Press the APMS buttons of numbers "3" and "2" to light their APMS indicators up.

5 Introductions of the programmes are played in order of numbers '7" and "4" on side A and numbers "3" and '2" on side B. Introductions of other programmes are not played. Even after all of the selected programmes are finished, the APMS indicators are not turned off. Press the CLEAR button to erase all of the selected programmes.

- If the APMS button of the programme which is being played is pressed, the APMS indicator of the corresponding programme will be turned off, and selected programme will be erased and the next programme will be started.

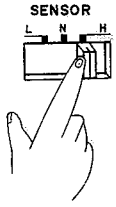
When APMS, APSS or Introduction Scan Play does not Operate Properly

These functions depend upon the operation of the infrared sensor contained within the cartridge which finds the sound-free intervals between songs, and with the following records this function may not operate normally:

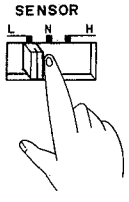
- Records with no, or very little, interval between songs.
- Records with music which fades out gradually. (If you use APMS with such records, the unit may stop playing part-way through the fade-out.)
- Records which have music recorded in the grooves serving as the interval between songs.
- Records other than the normal black (red, white, transparent, printed records, etc.).
- Records where the grooves are of a rough pitch because strong signals occur frequently in the recording.
- Non-standard records or phonosheets.
- Deformed or severely warped records.
- Dirty records.

APSS/APMS Sensor Level Control

The APSS/APMS sensor level control, located on the turntable compartment, adjusts the sensitivity of the interval sensing device. It should normally be set at the "N" position, but with non-standard records presenting difficulties for APSS or APMS it can be switched to either "H" or "L".



- For records with very narrow intervals between recorded portions, try setting the control at "H".



- For records with frequent strong signals and rough groove pitch, try setting the control at "L".

For normal operation be sure to have the control set at "N". With normal records the APSS or APMS may not function properly with the sensor at "H" or "L".

9 RECORDING

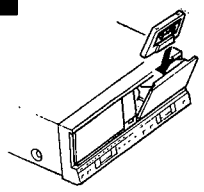
- Recording is possible only with Deck 2.
- When recording important selections, be sure to make a preliminary test to ensure that the desired material is being properly recorded.
- The VOLUME and GRAPHIC EQUALIZER controls may be adjusted without affecting the recording level of the input signal.

SYNCHRONIZED RECORDINGS
This is done when recording from records to tapes, the start/pause play operations of the RP-207H is synchronized with of the start/pause recording operations of the deck.

Recording from the Records (Synchronized Recording)

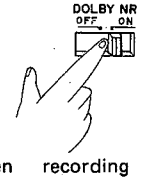
- Switch on all units.

1



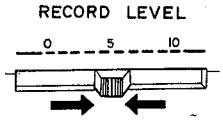
Insert a cassette into the cassette compartment of Deck 2.

2



When recording with DOLBY NR, set the DOLBY NR switch to the ON position.
If not, set to the OFF position.

3

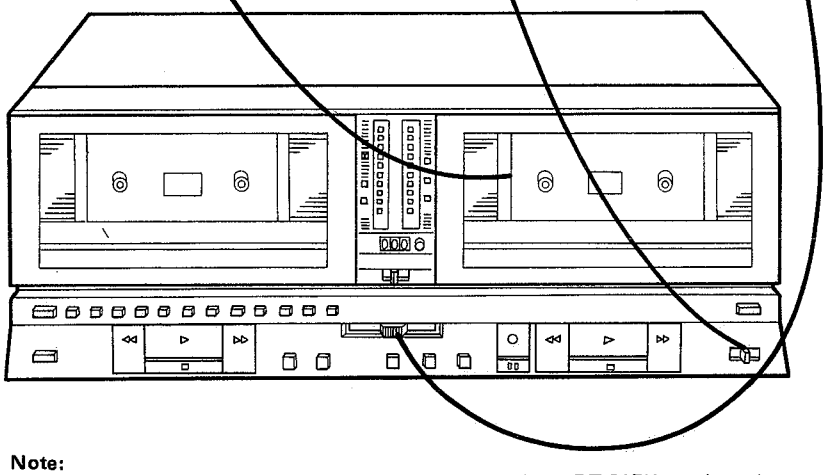


Adjust the RECORD LEVEL control to the "5" position.

4

Press the SYNCHRO button on the RP-207H and start playing the record.

- The deck will be released from the stand-by mode at the same time that the record begins playing and recording will begin.



Note:
In the synchronized recording mode, the ● button of the RT-207H need not be pressed. This means that you may erroneously record some programme on a tape on which you do not want to record anything. To avoid this problem, be sure to set the SYNCHRO button on the RP-207H to the OFF position when you are not using the synchronized recording mode.

Temporarily Stopping Synchronized Recording

● Press the RP-207H CUE button.	● Press the RT-207H II button.
At the same time the stylus leaves the record, the deck's AUTO SPACING mechanism is activated and an approximately 4 second space is automatically recorded onto the tape. Then the deck is set to the recording stand-by mode. When the CUE button is pressed again, at the same time the record is resumed being played, recording also starts.	The record will continue playing, however, the tape will be set to the recording stand-by mode. When the ▶ button is pressed, the deck will be released from the stand-by mode and recording will be resumed. Pressing the ■ button will not stop playing of the record.

Recording from the Radio Broadcasts or Other External Unit Connected to the AUX Socket or CD Sockets

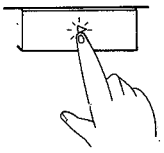
1

Begin playing the source to be recorded.
- The desired broadcast can be received (see the operation manual of the stereo tuner).
- To record a source from other unit, press the CD or AUX button of the amplifier and set the unit in play mode.

2

Follow steps 1 to 3 as given in "Recording from the Records" on page 21.

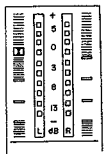
3

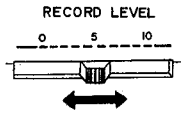


Press the ▶ button to begin recording.

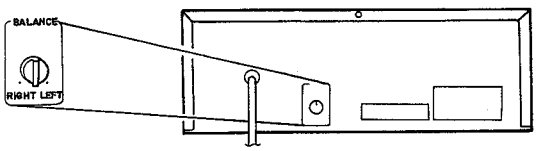
- When not doing a synchronized recording of a record and recording from the RP-207H, follow the procedure at left.

Record Level Control





Cassette Deck



Usually the RECORD LEVEL control is set at "5" position in which the recording level is kept almost appropriate. If, however, that position does not give a proper recording level, adjust the RECORD LEVEL control to light on and off the "0 dB" indicator of the level meter.

Record Level Balance Control

Normally set to the centre position.
If the right and left channels are different, adjust with the BALANCE control.

Making a Space between Programmes

When recording music from the tuner or external unit, etc., if a 4- to 5-second space is made between each programme, this will allow operation of the APSS, APMS or introduction scan playback features.

1 Slide the RECORD LEVEL control to the "0" position during recording at a point suitable for selection editing.

2 After sufficient editing time (for about 5 seconds) has elapsed, press the ❚❚ button.
The space is now edited onto the cassette tape recording.

3 Slide the RECORD LEVEL control to the original position and begin recording of the next selection.

Erasing Tapes

When a tape that has already been recorded on is used to record anew, the formerly recorded section or sections will be erased automatically.
To erase a recorded tape without recording anything else on it, the following procedure is used:

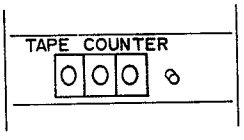
1 Insert a cassette tape to be erased into the cassette compartment of Deck 2.

2 Press the ● button.

3 Set the RECORD LEVEL control to the "0" position.

4 Press the ▶ button to begin erasing.

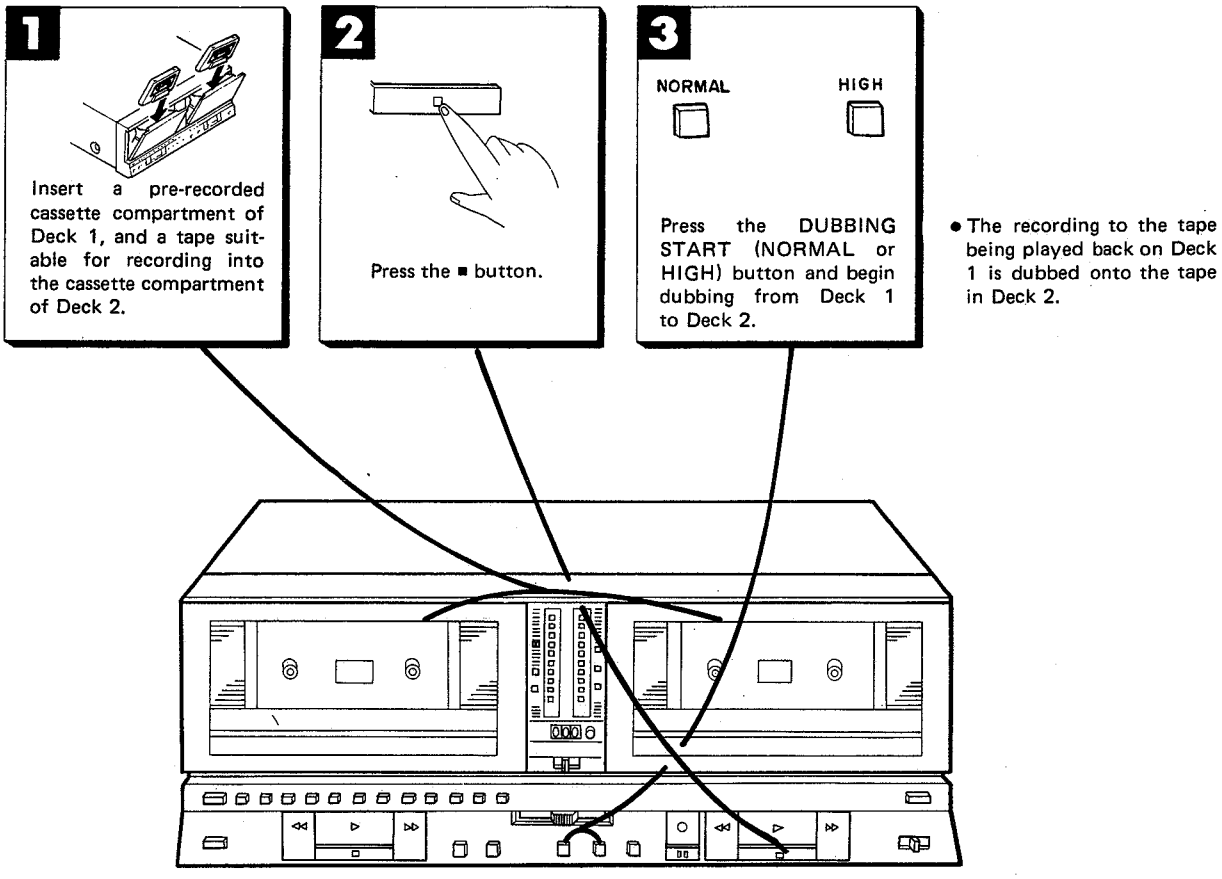
Tape Counter



The tape counter is set at "000" by pressing the reset button next to the counter at the beginning of each cassette, the number displayed at the beginning of each recorded segment can be noted to provide a convenient tape index.
The tape counter functions for Deck 2 only.

Dubbing from Deck 1 to Deck 2

- The double deck system of the RT-207H permits dubbing operations without the need of another deck. Dubbing takes from Deck 1 onto Deck 2.
- When dubbing from Deck 1 to Deck 2 set the CONT PLAY switch to the OFF position. (Indicator is OFF.)
- High-speed dubbing as well as normal speed dubbing may be performed with this unit.
- When dubbing from Deck 1 to Deck 2, the DOLBY NR switch does not function.


1
Insert a pre-recorded cassette compartment of Deck 1, and a tape suitable for recording into the cassette compartment of Deck 2.
2
Press the ■ button.
3
NORMAL
HIGH
Press the DUBBING START (NORMAL or HIGH) button and begin dubbing from Deck 1 to Deck 2.

- The recording to the tape being played back on Deck 1 is dubbed onto the tape in Deck 2.

Dubbing Speed Selector:

The DUBBING START (NORMAL or HIGH) button makes possible dubbing from Deck 1 to Deck 2 at normal speed or at high speed. Press the NORMAL button when dubbing at normal speed and press the HIGH button when dubbing at about two times the normal speed.

- Normal sound cannot be monitored when dubbing at high speed. It is recommended that the amplifier volume will be turned down.
- Dubbing at normal speed is recommended if better sound quality is required.

Notes:

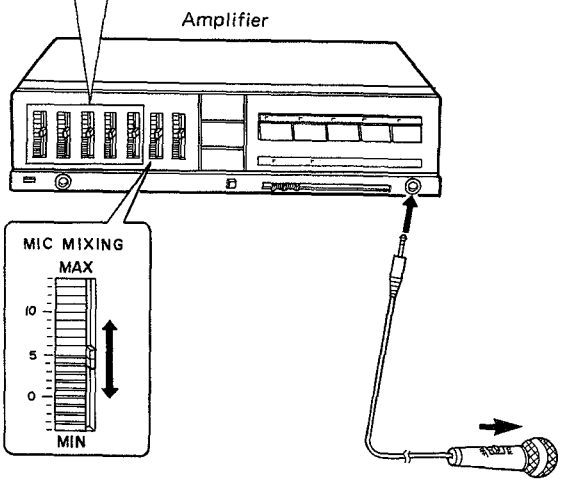
- In order to dub the programmes from Deck 1 with the APMS or repeat playback, set Deck 1 to the appropriate mode before starting dubbing. (For details refer to pages 9 and 10).
- The sound monitored has emphasised highs when dubbing from a tape recorded with the DOLBY NR system.
- If the ■ button of either Deck 1 or 2 is pressed, both Decks will be stopped.
- If the cassette in either Deck 1 or 2 is finished, both cassettes will be stopped.

10 CONNECTION OF EXTERNAL UNITS

Using a Microphone for Mixing

- Use a microphone with a standard plug (6.3mm diameter plug) and impedance ranging from 400 ohms to 3 kohms and a sensitivity of about −74 dB.
- When mixing, microphone sound is monaural.
- Howling may occur at high volume. To avoid this howling noise, either reduce the volume or move the microphone away from the speakers.

By operating the GRAPHIC EQUALIZER controls, the sound through the microphone can also be changed.



MIXING OF EXTERNAL MICROPHONE AND RADIO

1 Tune in desired broadcast, and adjust volume and sound quality.

MIXING OF EXTERNAL MICROPHONE AND TAPE

1 Begin playing tape, and adjust the volume and sound quality.

MIXING OF EXTERNAL MICROPHONE AND RECORD

1 Begin playing record, and adjust the volume and sound quality.

MIXING OF EXTERNAL MICROPHONE AND EXTERNAL UNIT

1 You can play back an external unit by connecting the source unit to the CD or AUX sockets of this unit.

⇩

2 Insert microphone plug into the MIC socket. Turn the microphone switch to "ON" (if fitted).

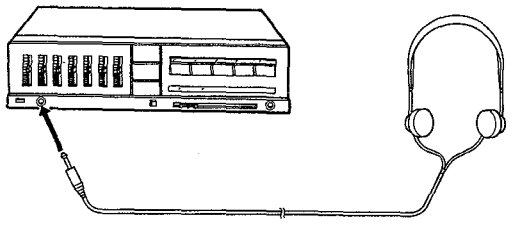
3 Adjust the MIC MIXING control for proper sound and voice levels while speaking into the microphones.

For mixing recording:

4 Adjust the RECORD LEVEL control of the cassette deck and begin recording.
- Setting the RECORD LEVEL control to the "5" position does not guarantee good recording quality.
- In order to record the signal only from the microphone, set the function switch of the amplifier to the AUX position and turn other external units off.

Use of the Headphones

Amplifier



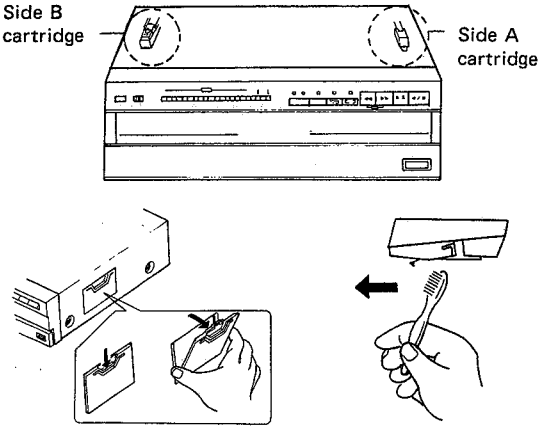
Headphones of an impedance of 8 to 25 ohms having a standard stereo plug of 6.3mm in diameter can be used with this amplifier.

- When the headphones are plugged in, the speakers are cut off.
- The volume level can be adjusted with the VOLUME control.

11 MAINTENANCE

- Check the POWER switch of the amplifier is in the ▮OFF position before carrying out maintenance.
- The unit requires no lubrication. Do not oil it. Lubricating the unit may result in manufunction.

Cleaning the Stylus



If dust or dirt is allowed to collect on the stylus, it not only causes distortion, but also can lead to damage of the stylus or record. The stylus should be cleaned in the following manner:

1 Remove the two covers (right and left) on the sides of the unit.

2 Clean off dust and dirt by brushing in the direction of the arrow (see illustration) with a supplied stylus cleaning brush.

Do not brush the stylus in the opposite direction, nor from left to right (when the cartridge faces you), or the stylus may becomes damaged.

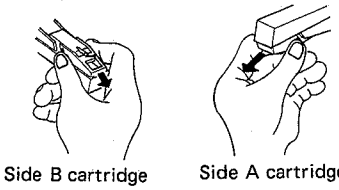
3 Replace the covers.

- **Before changing the styus or cleaning the sensor, be sure to close the turntable compartment.**

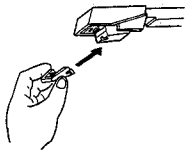
Replacing the Stylus

1 Remove the covers from both sides of the unit.

2 Grasp the stylus or both sides and slide off in the direction of the arrow.



3 Install the new stylus by reversing the procedure in 2.

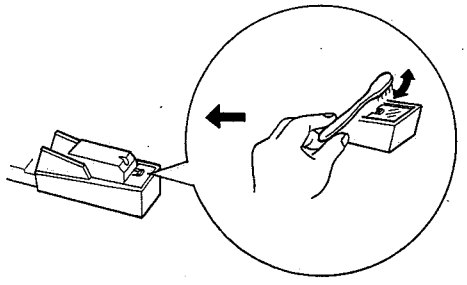


4 Replace the covers.

Though it varies depending on the conditions under which they are used, the average life for the stylus is 500 hours. Use of a worn stylus results in sound distortion as well as damage to records. Stylus replacement should be done promptly.

- Stylus assembly STY-144 is available at SHARP dealers or service centres.
- Do not apply undue force to the tonearm when replacing the stylus.
- Be careful not to drop the stylus into the internal mechanism, as it is then very difficult to retrieve.
- The cartridge and tonearm are an inseparable unit; commercially available cartridges cannot be used.

Cleaning the Sensor



The sensor is contained within the cartridge.
If it is allowed to become dirty, it cannot function normally.

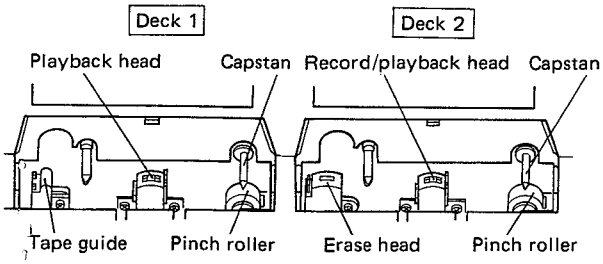
- After long periods of use, dust or dirt on the sensor can cause malfunctions.

1 Remove the styli as explained in "Replacing the Stylus".

2 With a very soft brush, or photographic-use blower, etc., clean off dust and dirt.

3 Replace styli and the two covers.

Cleaning the Heads and Mechanical Parts



When the heads, capstans and pinch rollers become dirty, this may result in muffled, distorted or reduced sound during playback and may even result in tape jams.

Open the cassette compartment door and clean with a cotton swab moistened with a commercially sold head/pinch roller cleaner or alcohol.

- Wait approximately 10 seconds for the alcohol or cleaning fluid to dry before using.

Demagnetising the Heads

Demagnetise the heads with a commercially sold head demagnetiser approximately once every 30 hours of playing time.

If the heads are used for a long time, the heads will gradually become magnetised.
- Read the instructions that come with the demagnetiser carefully on use.

When the heads become magnetised:
- Treble tones may be lost and distortion may result during playback.
- Static distortions may be recorded along with recordings.
- Distortion and noise may be recorded on previously recorded music tapes.

Any of the above may occur.

Cleaning the Cabinet

To clean the cabinet or panel, wipe with a soft cloth and a dilute soap solution.
Then wipe with a dry cloth.

Do not use a chemically treated cleaning cloth, benzine or paint thinner.
This will cause the cabinet material to change chemically and result in cracking, peeling or damage to the finish.

12 SPECIFICATIONS

SHARP reserves the right to make design and specification changes for product improvement without prior notice.

Stereo Amplifier SM-207H

Power source:	AC 220V, 50/60 Hz
Power consumption:	180 W (with cassette deck and turntable)
Semiconductors:	7 ICs 37 Transistors 17 Diodes 7 LEDs
Music power output:	2 x 65 W/6 ohms, 0.8% T.H.D. 1 kHz
Continuous power output:	2 x 40 W/6 ohms, 0.8% T.H.D. 1 kHz both channels driven
Input sensitivity and impedance:	AUX; 200mV, 47 k ohms CD; 250mV, 47 k ohms
Loaded impedance:	Speakers; 6 ohms Headphones; 8–25 ohms
Dimensions:	Width; 330 mm (13") Height; 80 mm (3-5/32") Depth; 317 mm (12-1/2")
Weight:	4.3 kg (9.5 lbs.)

Stereo Cassette Deck RT-207H

Semiconductors:	1 LSI 15 ICs 69 Transistors 67 Diodes 2 Photo Interruptors 35 LEDs
Tape:	Compact cassette tape
Bias and erasure system:	AC, 90 kHz
Tape speed:	4.75 cm/sec. (1-7/8 ips.)
Wow and flutter:	± 0.2% (DIN 45 500)

Stereo Cassette Deck RT-207H (Continued)

Frequency response:	
Normal tape;	40 – 13,000 Hz (DIN 45 500) (40 – 12,500 Hz ± 3 dB)
CrO_2 tape;	40 – 14,000 Hz (DIN 45 500) (40 – 13,000 Hz ± 3 dB)
Metal tape;	40 – 15,000 Hz (DIN 45 500) (40 – 14,000 Hz ± 3 dB)
S/N ratio (CrO_2 tape):	Dolby NR off; 57 dB Dolby NR effect; 10 dB (at over 5 kHz)
Dimensions:	Width; 330 mm (13") Height; 120 mm (4-23/32") Depth; 305 mm (12")
Weight:	4.0 kg (8.8 lbs.)

Stereo Turntable RP-207H

Type:	Belt drive, full-automatic
Semiconductor:	1 LSI 16 LEDs 13 ICs 4 Photo 15 Transistors interruptors 17 Diodes 2 Photo transistors
Speed:	33-1/3 and 45 rpm
Motor:	DC motor
Wow and flutter:	± 0.075% (DIN 45 500)
S/N ratio:	65 dB (DIN B)
Frequency response:	20 – 20,000 Hz
Tracking force:	3.0 g
Tonearm:	Dynamic balanced
Cartridge:	Magnetic type
Replacement stylus:	STY-144
Dimensions:	Width; 330 mm (13") Height; 100 mm (3-31/32") Depth; 345 mm (13-19/32")
Weight:	5.8 kg (12.8 lbs.)